

A new adventure of

# Sherlock Holmes

## THE AWAKENED

USER GUIDE



**FROGWARES**  
GAME DEVELOPMENT STUDIO  
[www.frogwares.com](http://www.frogwares.com)

**FOCUS**  
HOME INTERACTIVE

## EPILEPSY WARNING

Some people are likely to suffer from epileptic attacks, or loss of consciousness, particularly when looking at some types of strong flashing lights: rapid succession of images or repetition of simple geometric shapes, flashes or explosions.

Such people leave themselves open to the risk of attacks when playing some video games which include such stimulation, even if they have no medical history or have never experienced such attacks themselves.

If you or a member of your family have already displayed symptoms associated with epilepsy (attacks or loss of consciousness) when faced with flashing lights, consult your doctor before using the product. Parents should pay particular attention to their children when they are playing with video games.

If you or your child displays one of the following symptoms: vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, YOU MUST STOP PLAYING IMMEDIATELY and consult a doctor.

## TECHNICAL SUPPORT

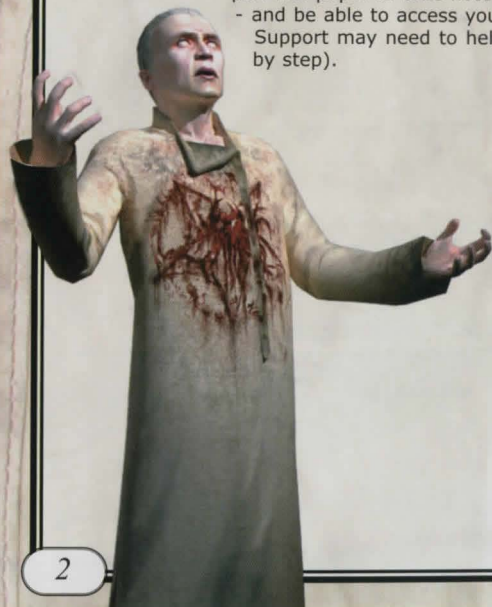
If you are looking for help with a specific problem, you can contact Technical Support:

- **by email:** [support@sherlockholmes-thegame.com](mailto:support@sherlockholmes-thegame.com)

Before contacting Technical Support, please have the following information to hand:

- your PC configuration (RAM, MHz, video and sound cards).
- a detailed description of the problem (i.e. error message, relevant part of the game, etc.).

- pen and paper to take notes.
- and be able to access your PC immediately, if required (Technical Support may need to help you work through your problem, step by step).



## INTRODUCTION

*"Is something wrong Holmes? You are not even listening to me!"*

*- "Boredom my dear Watson, boredom..."*

*- "Come on Holmes, it's only a passing phase. You know full well that sooner or later, something extraordinary will happen in or around London, and that your prodigious talent will be needed to bring it to a happy conclusion, while at the same time satisfying your need for some intellectual gymnastics."*

*Sherlock Holmes and Doctor Watson in Baker Street*

How right you are my dear Watson!

Indeed, it soon becomes clear that the new case which, according to Watson, should "entertain" the great detective, is the darkest case of his brilliant career.



On the edge of reason...

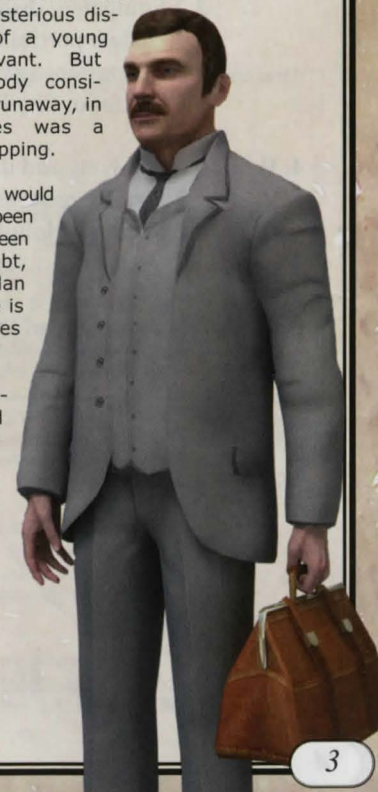
The investigation begins in the purest Holmes style with a search for clues about the mysterious disappearance of a young domestic servant. But what everybody considers to be a runaway, in Holmes' eyes was a sombre kidnapping.

Holmes' theory would

be confirmed when he discovered that similar cases had been reported in the press and by some people who had been questioned. There was therefore no longer any doubt, only a powerful organisation would be able to plan these kidnappings... But to what end? Since there is no apparent connection between the disappearances and no ransom has been demanded.

The next stage of the investigation, and the discovery of macabre signs, quickly showed that behind this mysterious organisation a strange, disturbing sect was hiding, which worshipped the god Cthulhu

and operated on the edge of reason.





# TABLE OF CONTENTS

1. Before starting.....	4
1.1 Required configuration.....	5
1.2 Installation and recommendation.....	5
2. Main menu.....	7
2.1 Main menu description.....	7
2.2 New game.....	7
2.3 Save or load a game.....	7
2.4 Options.....	8
2.5 Game commands.....	10
3 Interface tools.....	11
3.1 The position icon.....	11
3.2 Equipment display.....	11
3.3 Update portfolio/investigation notes.....	11
3.4 The action cursors.....	12
3.5 Portfolio: Sherlock Holmes' notebook.....	12
4. Research, analysis and deduction.....	14
4.1 Fixed screen research.....	14
4.2 Sherlock Holmes' analysis table.....	14
4.3 Quizzes.....	15
5. The first 10 minutes of the game.....	16
6.Credits.....	20
7. User licence.....	22

## 1. BEFORE STARTING

### 1.1 REQUIRED CONFIGURATION

#### **Minimum configuration:**

OS: Microsoft Windows 2000/XP  
Processor: Pentium® III 1.3 GHz or higher  
Memory: 512 Mb RAM  
Video card: 64 Mb Microsoft DirectX 9 compatible  
Sound card: DirectX 9 compatible  
DVD-ROM: 4x DVD drive  
Hard drive: 3 Gb free space on the hard drive  
100% Windows compatible keyboard and mouse

#### **Recommended configuration:**

OS: Microsoft Windows 2000/XP  
Processor: Pentium® III 2 GHz or higher  
Memory: 512 Mb RAM  
Video card: 128 Mb Microsoft DirectX 9 compatible  
Sound card: DirectX 9 compatible  
DVD-ROM: 4x DVD drive  
Hard drive: 3 Gb free space on the hard drive  
100% Windows compatible keyboard and mouse

**NOTE: This game includes anti-piracy technology which may conflict with some CD-RW, DVD-RW and virtual disk drives.**

### 1.2 INSTALLATION AND RECOMMENDATION

#### **Installation**

You are strongly advised to close all applications before installing the software on your computer. This includes screen savers and anti-virus software which may interfere with software installation.

1. Insert the Sherlock Holmes: The Awakened DVD in your DVD ROM drive.
2. If the autorun feature is enabled, the start screen will display: click on the installation button. Then follow the instructions displayed on screen.  
If the autorun feature has been disabled on your computer, follow these instructions:
  - a) in the Windows launch bar, click on Start
  - b) Click on Run, then type the letter of your DVD ROM drive and setup.exe (for example: D:\setup.exe).Or:
  - a) Double-click on "My Computer".
  - b) Click on the DVD-ROM drive (which will display the name "The Awakened") and select "open" to display the disk's contents.
  - c) Double click on the setup.exe file to launch installation.
3. Read and click to accept the licence agreement, and then follow the instructions displayed on the screen.
4. The installation screen is displayed. Specify where you want to install Sherlock Holmes: The Awakened. The default path is C:\Program Files\Focus\Frogwares\Sherlock Holmes:The Awakened. Click "browse" if



you want to specify a different path and the destination to install the files. Then click on "next".

5. During installation, a shortcut will be created on your desktop and in the Windows Start menu.
6. To run the game in Windows select: Start -> All Programs -> Focus -> Frogwares-> The Awakened.

### Uninstallation

To uninstall Sherlock Holmes: The Awakened, do the following steps: from the "start" menu, select All Programs->Focus-> Frogwares-> uninstall The Awakened. follow the instructions displayed on screen.

### Recommendations:

#### Insert the DVD in your drive:

To run the game, the Sherlock Holmes: The Awakened DVD must be in your drive. Should the disk not be recognised, please check that the disk is indeed present. Then restart your computer and begin the game again. If the problem continues, place the game DVD-Rom in another DVD-Rom drive or writer available on your computer and begin the game again.

#### Check your version of DirectX as well as your video and sound drivers:

As a general rule, if the game refuses to run for no apparent reason, or you are having video or sound problems in using the game, the first thing to check is your DirectX version and version of your drivers. To check this information, go to the Start/Run menu and enter "dxdiag". Then press OK. Then wait for the utility to finish gathering all information about your computer's equipment. Once this operation has completed, click on the "save" button to save this information to send to Technical Support later. If the version of DirectX is not 9.0c or higher, you can install this from the game DVD or from the Microsoft © website. Dxdiag also displays information about your video and sound card drivers. You can then visit your video and sound card manufacturers' websites to download the most recent drivers.

#### Check your PhysX drivers:

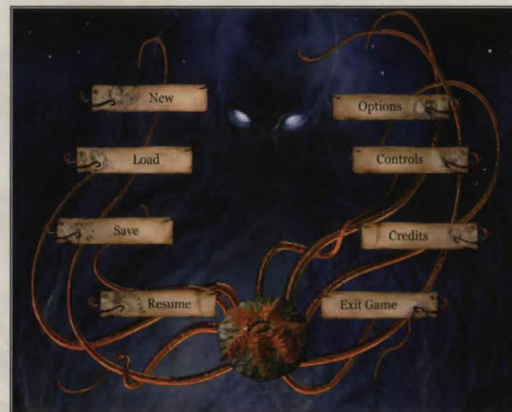
To run, Sherlock Holmes: The Awakened requires Ageia PhysX drivers to be installed. In the event that these drivers were not installed during game installation, they are available on the game DVD.

#### Tailor the game's video options:

If the display is slow during a game, go into your video options to reduce the game display quality or resolution.

## 2. MAIN MENU

### 2.1 MAIN MENU DESCRIPTION



When you start Sherlock Holmes: The Awakened, you are presented with the main menu, and then access the following options:

#### Legend:

New Game  
Load

Save

Return

Options

Controls

Credits

Exit the game

#### Meaning:

Start a new game

Load a game (this function is inactive if you are starting a new game)

Save a current game (this function is active when you open the menu during a game)

Continue the current game

Adjust settings (sound and video preferences)

Display and change the game controls

Credits

Exit the game and return to Windows

To display the main menu during a game, press Esc.

### 2.2 NEW GAME

When you want to start a new game click on the "New Game" button, the action will begin at Sherlock Holmes' residence in Baker Street..

### 2.3 SAVE OR LOAD A GAME

You can save your game at any time while you are playing. Simply press the "Esc" key on your keyboard to access the main menu. Then click on the "save" button in the main menu. A saved games menu appears. Select an empty box by clicking on the left/right arrows, or using the scroll wheel on your mouse. Select an empty box. An image from your current game will display in this box, along with the time and date when you saved it. A window appears asking you to confirm the save. Simply click on confirm. Your game is now saved and you can return to the main menu by



clicking on the silver ring in the middle of the screen or by pressing "Esc" on your keyboard. To save a game over a previously saved game, click on the game you wish to replace. Click on Yes to confirm your selection (in which case your new save will replace the previous game), or on No to choose another box. The new game is saved in the box you have selected. To return to the main menu click on the silver ring in the middle of the screen or press "Esc" on your keyboard.

To load a game, proceed in the same way as when saving a game; click on the "load" button in the main menu. A menu of games to load is displayed. Select the game you wish to play by clicking on the corresponding box, a dialogue box appears to confirm the selection. Confirm by clicking on the appropriate button. The game will then begin.

To exit this menu without loading a game, click on the silver ring in the middle of the screen or press "Esc" on your keyboard, you will return to the main menu.

## 2.4 OPTIONS

You can change the game settings at anytime during your game. Pressing the "Esc" key displays the main menu, where you can click on "options".

In the Options menu, you can select from display, audio or preferences settings.



### Display menu

Resolution  
Colour quality

Vertical synchronisation  
Antialiasing  
Anistropy  
Gamma

Video settings  
Graphical detail  
Texture quality  
Water quality

### Definition:

Display resolution  
Definition of your colour quality (select 32 bit to obtain the highest quality)  
Enables you to select your screen refresh rate  
Adjust antialiasing (to enable better image definition)  
Adjust the level of anistropic filtering  
Display luminosity

Adjust game graphical quality  
Adjust texture quality  
Adjust water quality

Water reflection  
Shadow quality

### Audio menu

Overall volume  
Dialogue  
Music  
Effects  
Ambiance

Adjust water reflection effects  
Quality of character lighting

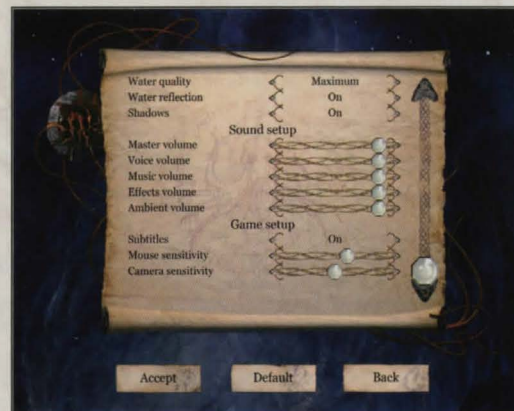
Adjust the overall volume  
Adjust the voice volume  
Adjust the music volume  
Adjust the sound effects volume  
Adjust the ambient sound volume

### Preferences

Sub-titles

Display or remove subtitles for all dialogue and commentaries

Mouse sensitivity  
Camera sensitivity



If you make a change, remember to confirm your new setting(s) by clicking on the "validate" button. You can then press "Esc" or click on the "return" button to return to the main menu.

If you wish to adjust all settings to their default positions, press the "default" button.



## 2.5 GAME COMMANDS

You control the great detective or his friend Doctor Watson using your mouse.

To move around:

- You orient yourself in space by turning the mouse
- By pressing and holding down the left button on your mouse, you walk forwards. By double clicking, you begin to run.

To interact, simply clicking on the left button enables you to talk to a character, to take or move an object, or to access a more detailed view.

Finally, to access your portfolio, which contains the inventory, archives and dialogues, documents, Sherlock Holmes' personal notes and the navigation map, simply right click to display it.

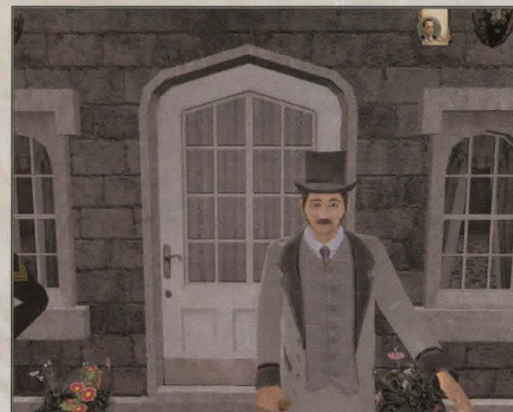
All these commands can also be run using the keyboard. You can check or modify these controls at any time. Return to the main menu by pressing the Esc key, then click on the "controls" button to access the specific menu.

In the controls menu, you can adjust a command by clicking on a field and then pressing a new key.

Legend:	Default key	Meaning:
<b>MOVEMENTS</b>		
Forwards	Left button or up arrow	walk
run	Double click left button or Caps Lock+left button	run
Backwards	Down arrow	backwards
Crouch	Riddle button or ctrl+crouch	down/get up
<b>ACTIONS</b>		
Action	Left click	The action which can be carried out will take place automatically using this command: talk with a character, take, move or put down an object, examine a place in more detail (zoomed-in view). The icon which is displayed indicates which action is possible.
Open the portfolio investigation	Right click or tab key	Display elements relating to the
Inventory	I key	Open an inventory of your objects
Dialogues	D key	Open the archive of dialogues which have already taken place
Documents	T key	Access the documents you hold
Notes	N key	Open Sherlock Holmes' personal notebook
Map	C key	Display the map of places where you can go.

If you make a change, remember to confirm your new setting(s) by clicking on the "validate" button. You can then press Esc or click on the "return" button to return to the main menu.

If you wish to adjust all settings to their default positions, press the "default" button.



## 3. INTERFACE TOOLS

### 3.1 THE POSITION ICON

You play in the first person, which means that you are the character and do not see them on the screen.

An icon at the bottom left of the screen shows your character's position: they can be standing up or crouched down.

### 3.2 EQUIPMENT DISPLAY

During the game, you may be required to use objects to proceed: use a cloth to reveal a clue or to show evidence to a witness...

You can only hold one active object in your hand. If your character is holding something, a representation of the object they are holding is displayed on the top right of the screen. You need to be holding an object in order to use it.

To take an object, you must open your inventory and select it; then return to the game. Right click > click on the Inventory tab > left click on the object (it lights up) > right click to return to the game. If no object is displayed on the top right of the screen, this means that your character is not holding anything in their hand.

### 3.3 UPDATE PORTFOLIO/INVESTIGATION NOTES

During your game, you collect a number of pieces of information and objects. As soon as you speak to somebody, notice an interesting detail, discover a new place or find a clue, an icon on the top right of the screen is displayed for a short time.



It indicates that your portfolio has been updated.  
The icon shows you where in your portfolio the new information can be found.



New dialogue  
New object  
New document  
New note  
New place

### 3.4 THE ACTION CURSORS

When some actions are possible, a cursor appears.



Pick up the Object  
move towards it  
and click on it



Combine  
Approach and click  
on it with the item  
which goes with it



Look at  
Approach or click on  
the place, crouch  
down if necessary



Interact with the  
item Approach and  
click in the area  
(open, move  
something)

### 3.5 PORTFOLIO: SHERLOCK HOLMES' NOTEBOOK

Holmes or Dr. Watson can access his notebook at any time during the game. This



notebook contains the information gathered during the game and which might be useful later. To access the notebook, click on the right button of your mouse. The portfolio interface is displayed and the game is paused. You now have the choice between various functions:

Once the notebook is open, select the page you wish to consult by clicking on the topic icons (tabs) at the bottom of the screen. Apart from the inventory, all the

documents which can be accessed are listed on the left-hand side of the screen. To scroll through the list of documents, you can use the arrows at the top and bottom of the page or use the scroll wheel on your mouse. Select a document with your mouse to display it on the right-hand side. To view a document containing several pages, you can use the arrows at the top and bottom of the page or use the scroll wheel on your mouse. To close the notebook, right click using your mouse or press the "Esc" key on your keyboard.

When Holmes finds a new document, writes a report or learns something new, an icon is displayed on the top right of the screen. Right click to see the new information. The document is then added to the corresponding section. The icon will continue to display while the document is being read.

The different sections in Holmes' notebook are:



#### The Inventory

The inventory allows you to keep all the different objects you will collect during your investigation. When the cursor changes into a hand, you can pick up an object. If you click on it, the object will automatically take its place in your inventory. It will display on the top right of your screen for a few seconds to show you that you have just acquired a new object.

To open the notebook, right click using your mouse during a session: The portfolio opens on the last page updated. Click on the inventory tab if the portfolio does not open on this screen.

Move your cursor among the objects which are present to display a small briefing note about each of them, at the bottom of the screen.

To pick up an object, click on it using the left button. The object is now illuminated and your character is holding it. Right click to return to the game: you will see the selected object displayed on the top right of your screen. If you wish to return this object to the inventory, click on it in the inventory again; the object is no longer illuminated and your character has put the object away.

It is possible to combine some objects in your inventory by picking them up and then clicking on other objects in the inventory. The display of an object which has been modified or a new object shows that the combination has been successful.



#### The Dialogues

All conversations and testimonies are stored on this page.



#### The Documents

All the documents received, collected or seen by Holmes are stored on this page. Remember to read them regularly.



#### The Reports

The results of some observations or analysis are listed on this page. This information is particularly useful for the investigation to proceed properly.



#### The Map

The different locations in London and other places where you will carry out investigations will appear on the map during the investigation. Simply click on the place which interests you to go there instantly.



## 4. RESEARCH, ANALYSIS AND DEDUCTION

Lors de certains moments clés, vous aurez accès à des espaces protégés pour effectuer certaines tâches précises.

### 4.1 FIXED SCREEN RESEARCH

During your investigation, you will have access to fixed screens to obtain a particular clue or to solve a riddle. You can exit these screens at any time by right clicking.

Searches for clues:

Holmes is a past master in the art of observing traces on the ground. Remember to examine these areas carefully, they are indicated with a "look" icon. By clicking on an active area, you have access to a detailed view, you can then:

- Use the magnifying glass to highlight a detail
- use the tape measure to measure a trace

Detailed information recorded during your observations will be placed in the report section of your notebook/portfolio. Remember to read it regularly.

#### Brain teasers:

Some logical puzzles are presented to you in the form of fixed screens. Use your mouse to move the objects.

### 4.2 SHERLOCK HOLMES' ANALYSIS TABLE

Holmes is excellent at chemistry and must spend time analysing clues which have been collected. You too can analyse the clues you have found. Click on the chair in front of the analysis table to sit on it.

Microscope:

To place a clue under the microscope, you must select the object in the inventory and then click on the microscope.

You can then proceed with the analysis.

- Click on the object to allow Holmes to make a comment
- If necessary, use the clip to separate or remove elements
- If required, use the scalpel to make an incision

Detailed results from your observations will be placed in the report section of your notebook/portfolio.

#### The chemical analyser:

To carry out a chemical analysis, you will use Sherlock Holmes' new machine. Begin by picking up the small bottles on the table (dissolving agent, purified water, acid, detergent...) and then place your clue in the receptacle. You can:

- Pour a product over the evidence by selecting a bottle from your inventory, wait for Sherlock Holmes' response.
- Use heat by warming up your mixture. Use the matches on the burner and then wait for Sherlock Holmes' response.

**NB:** several clues require several types of analysis.

### 4.3 QUIZZES

At some key moments during the investigation, Sherlock Holmes or Doctor Watson will be required to answer a question.

You should reply by typing your answer into the black space at the bottom of the screen and confirming using the confirmation button at the bottom right of the screen.

Sherlock Holmes will then tell you if you have answered correctly or if you need to look some more.

To help you to answer, we advise you to open your portfolio by right clicking and looking for things to help you answer in documents, report or dialogues collected during the investigation.

No quiz will take place before you have found the elements required to solve it.





## 5. THE FIRST 10 MINUTES OF THE GAME

### A typical London day in Baker Street



#### Following Watson's departure

- Pick up the box of matches on the writing desk by clicking on it using the left button of your mouse. The matches are now in your inventory. You can check by pressing the I key on your keyboard or by right clicking with your mouse and then selecting the "inventory" tab
- Move towards the door and open it by left clicking on it with your mouse. Go down the stairs and open the front door.
- Speak with the young newspaper seller and buy a newspaper from them. You can read your newspaper at any time by pressing the D key on your keyboard or by right clicking with your mouse and selecting the "document" tab
- Walk to the junction and take the 1st road on the right, then the 1st road on the left. If you are not sure, ask the policeman on duty in Baker Street the way. Greet Miss Flemming, the flower seller.
- The Barnes bookshop is in Glenworth Road. Go into the shop and speak to Barnes. The two books you must pick up are on the table on the left hand side of the counter.
- Note the mark left by a shoe on the stepladder opposite the main door and look at the flowerpot in the window.
- Leave the bookshop and return to Baker Street. On the way, Watson calls you. Join him.

### A strange disappearance



Watson introduces you to two people: Captain Stenwick and Sergeant Rufles. Question both of them.

Your investigation has begun!

- Go into the shed. Pick up the piece of cloth hanging from a nail on the door lintel. Observe the strange drawing on the ground.
- Click on the stove and then on the fixed screen use your magnifying glass to identify a small black pellet. Click on the pellet to pick it up.
- Leave the shed and turn to your left towards the bottom of the garden. Observe the ground and the footprints in the grass. On the fixed screen, use your tape measure to measure them (select it and then at one end of the footprint, click and hold down to scroll. Let go when you are touching the other end of the footprint). If you cannot find these marks, don't worry and continue to walk towards the wall at the bottom.
- You find other marks at the foot of the wall. Measure them and examine the ground with the magnifying glass. You note that a nail is missing from the right shoe. You also notice a fish scale at the top of the screen. Pick it up.
- Once you have exited the screen, look up to see if there is anything else at the top of the wall. To pick it up, you need a ladder.
- Leave Captain Stenwick's house, turn left in the road and then left again to walk alongside the property. The ladder is on your right, behind a bush. Take it and place it against the boundary wall. Click on the ladder, you can now see fibres caught at the top of the wall (which is what you could see when you were on the other side of the wall).
- Return to see Watson and speak to Captain Stenwick. You must now return to Baker Street.



## Analysis in Baker Street



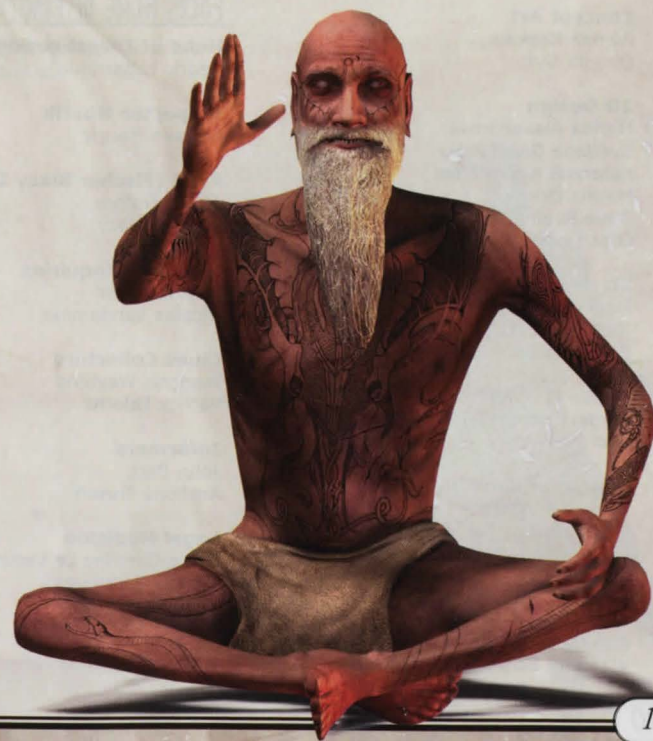
You must carry out some analysis while Watson goes to do some research in the bookshop.

- Click on the analysis table chair near the window. You are now sitting down. Pick up the four bottles on the table (solvent, water, acid and detergent).
- Select the black pellet and place it under the microscope. In the fixed window, pick up the scalpel to cut the pellet in two and then take some grains using the small clip. Exit the view by right clicking.
- Select the grains and place them in the chemical analyser. Pour acid over and wait for Holmes' comments. Finally, light the burner (by clicking on it having selected your matches). Watch as the machine gives you the results.

## Elementary?

You have several more analyses to do before going to join Watson who is engrossed in literature... but the game has begun and nothing will now stop our two heroes faced with the danger they have begun to uncover.

*Happy hunting!*





## 6. CREDITS

### FROGWARES

#### **President**

Wael Amr

#### **Vice President**

Pascal Ensenat

#### **Game design & story**

Jalil Amr

#### **Lead Programming**

Peter Tarassenko

#### **Script and additional Programming**

Vitaly Boyko

Felix Borikhin

Maxim Komisarenko

#### **Concept Art**

Roman Kepkalo

Olessia Gyk

#### **2D Design**

Marina Alexandrova

Svetlana Gunchenko

Kateryna Kozemirova

Marina Orlova

Tania Repina

Olga Chalovskaya

#### **3D design**

Maxim Cherbakov

Ivan Gorobets

Farhod Naimov

Alexandre Masliukivni

Nikolai Retman

Sergei Chervonniy

Andrey Jerebno

#### **Character Concept**

Olga Chalovskaya

#### **Lead Character Design**

Alexandre Tomchuk

#### **Character Animations**

Alexandre Novak

Vladislav Schepik

#### **Dialogs and Cutscenes**

Aurelie Ludot

Alexandre Tomchuk

#### **Testing**

Pavel Kostuchenko

Artyom Kravchenko

#### **Motion Capture**

3dbrigade.com

Mocap recording:

Zsolt Vámosi

Viktor Kundra

Dávid Écsi

Eszter Sípos

Gergely Kovásznai

Ákos Fehér

#### **Localisation**

Aurelie Ludot

Volodymyr Horodnychyi

### FOCUS HOME INTERACTIVE

#### **Head of Investigation Department**

Cédric Lagarrigue

#### **Inspector Mourik**

Damien Mauric

#### **F B I (Fischer Blazy Investigations)**

Alexis Fischer

Jérôme Blazy

#### **Scientific Enquiries**

Luc Heninger

Nicolas Vandamme

#### **Clues Collectors**

François Weytens

Patrick Falorni

#### **Informers**

John Bert

Anthony Trosch

#### **Legal Medicine**

Marie-Caroline Le Vacon

Aurélié Rodrigues

Aline Janzekovic

#### **Technical Database**

Jean-Michel Hellendorf

Jean-Joseph Garcia

#### **Captain Bourdon**

Jean-Pierre Bourdon

#### **English sounds and voices**

Rick Simmonds

David Riley

Andy Hoyle

Andy Turvey

Bria Walker

Delia Corrie

John Bell

Miriam Millikin

#### **English text adaptation made by**

Laura Mac Donald

#### **Special thanks to:**

Sir Arthur Conan Doyle,

the SSHF,

and all adventure game fans

as well as our families.





## 7. USER LICENCE

By using and/or installing this Sherlock Holmes: The Awakened CD, you tacitly accept the following conditions of this licence agreement:

### IMPORTANT: PLEASE READ THE FOLLOWING CAREFULLY!

This End User Licence Agreement ("EULA") is a contract between you and Focus Home Interactive SAS, applicable to the software product described above, and which includes computer products and which may include associated media, printed and electronic documentation (the "software product"). By installing, copying or using the software product in any other manner, you acknowledge that you are bound by the terms of the present EULA. If you do not agree with the terms of this EULA, please do not install or use the software product.

Name of the software product: Sherlock Holmes: The Awakened

### SOFTWARE PRODUCT LICENCE

This software product is protected by copyright and intellectual property law (national legislation and international treaties). This software product is not sold but assigned under licence.

#### 1) Licence assignment

This EULA assigns a licence to you with the following rights: use of the software products named above. You alone can use this software product. You are entitled to install and use it on a single computer.

#### 2) Description of other rights and limitations

Limitations relating to reverse engineering, decompiling and disassembly. You are not authorised to alter the software product, to reconstruct the logic, to decompile it or to disassemble it. The software product is assigned under licence as a unique product. Breaking up the components for use on more than one computer is not permitted. Rental: you are not authorised to lend, lease or rent out the software product. Software transfer: you are not authorised to transfer all of your rights as set out in this EULA except on a permanent basis, subject to you (a) not retaining any copy (of the entire software product or any of its component parts), (b) transferring the entire software product (including all of its components, associated media and printed documentation), updates, this EULA and subject to the beneficiary accepting the terms of this EULA.

#### 3) Copyright and brand rights, intellectual property

All ownership and copyright relating to the software product (including, but not restricted to, those relating to any image, photograph, animation, video or sound element, and any text included in the SOFTWARE), to the printed documentation which accompanies it and any copy of the software product are owned by Focus Home Interactive SAS, Frogwares Inc. or by companies which are contracted to these companies. The software product is protected by national legislation and international treaties relating to copyright and intellectual property. For storage purposes, you must treat the software product in the same manner as any other element protected by copyright, and you are not permitted to make copies of the printed documentation which accompanies the software product. You are not exempted from the requirements set out in copyright and intellectual property legislation, and are not permitted to modify or change them in any way whatsoever. These conditions also apply to the packaging and media, and to all components offered on web pages or the Internet or delivered with the software product, or produced using them.

#### 4) Limited guarantee

Limited guarantee. Focus Home Interactive SAS guarantees that (a) the performance of the software product will be substantially the same as described in the documentation supplied by Focus Home Interactive SAS, for a period of 90 days from the date the software product is received. Customer remedy. Focus Home Interactive SAS and their suppliers' sole obligation and your only remedy is, as determined by Focus Home Interactive SAS, (a) reimbursement of the price paid for the software product, if applicable, and not the recommended retail price, or (b) the repair or replacement of the part(s) of the software product which do(es) not comply with the operating conditions guaranteed by Focus Home Interactive SAS, if the software product is returned to Focus Home Interactive SAS with a copy of your receipt. This limited guarantee is void if the software product defect is caused by an accident, improper use or incorrect usage. Any replacement software will be guaranteed for the remaining term of the initial guarantee period or for 30 days, whichever is the longer. Focus Home Interactive SAS only undertakes to adhere to the terms of this guarantee, any possible call upon its technical services, fol-

lowing receipt of proof that the software product has been acquired legally. No other guarantee. Subject to legal requirements, Focus Home Interactive SAS and its suppliers exclude all other guarantees or conditions, whether express or implied, including but not restricted to implicit guarantees or conditions relating to the suitability of the software product for its purpose or relating to the title, absence of forgery of the said software products, and all written documentation which accompanies it, as well as any arrangements relating to technical support or the manner in which it has been provided.

#### 5) Limitation of responsibility

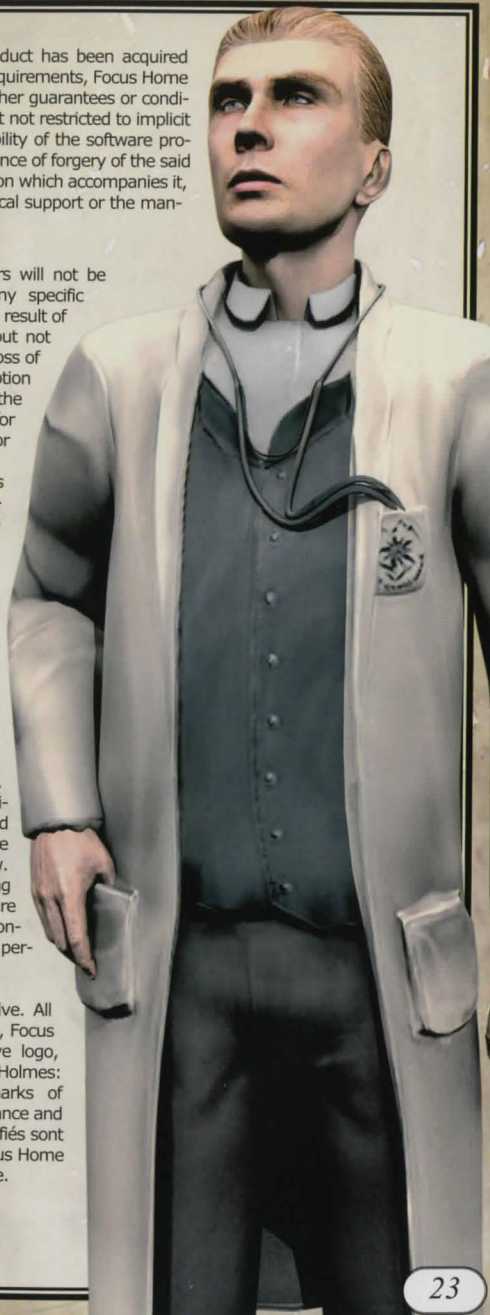
Focus Home Interactive SAS and its suppliers will not be responsible under any circumstances for any specific damage, incident which arises indirectly or as a result of the software product whatsoever, including, but not restricted to damage caused by loss of profit, loss of information, or any other financial loss, interruption of business activity as a result of the use or the inability to use the software product as well as for any arrangement relating to technical support or the manner in which this was provided.

This remains valid even in the event that Focus Home Interactive SAS is notified of the possibility of such damages. Focus Home Interactive SAS's responsibility with respect to any provisions in this EULA cannot in any case exceed the sum which you have actually paid to acquire the software product. All of these restrictions would no longer be applicable in the event that Focus Home Interactive SAS had intentionally contributed to the damage described above.

#### 6) Non applicability of certain provisions

If one or more of the provisions in this contract were deemed to be fully or partially invalid according to applicable or non-applicable law, this non validity would not affect the other provisions. This would also be the case if it were noted that one or more provisions in this contract are too wide in scope in relation to the applicable law. Any non valid provisions of the contract according to applicable law, non applicable law, or which are too wide in scope compared to the law would nonetheless be enforceable to the maximum extent permissible in applicable law.

© 2006 Frogwares and Focus Home Interactive. All rights reserved. Frogwares, the Frogwares logo, Focus Home Interactive, the Focus Home Interactive logo, Sherlock Holmes: The Awakened, the Sherlock Holmes: The Awakened logo are registered trademarks of Frogwares and/or Focus Home Interactive in France and the rest of the world. Holmes : La nuit des sacrifices sont des marques déposées de Frogwares et/ou Focus Home Interactive en France et dans le reste du monde.





## KEYBOARD SHORTCUTS

### MOVEMENTS

<b>Forwards</b>	Left button or up arrow
<b>run</b>	Double click left button or Caps Lock + left button
<b>Backwards</b>	Down arrow
<b>Crouch down</b>	Middle button or ctrl

### ACTIONS

<b>Action</b>	Left click
<b>Open the portfolio</b>	Right click or tab key
<b>Inventory</b>	I key
<b>Dialogues</b>	D key
<b>Documents</b>	T key
<b>Notes</b>	N key
<b>Map</b>	C key